## Year 1 Autumn 1 KIRFs

Key Instant Recall Facts (KIRFs) are designed to support the development of the mental skills that underpin much of the maths work in school. Instant recall facts help enormously with mental agility within maths lessons.

Your child's KIRF this term is:

$$
\begin{aligned}
1+9= & 10 \quad 2+8=10 \quad 3+7=10 \\
& 4+6=10 \quad 5+5=10
\end{aligned}
$$

In addition you can help by practising the following:

| Counting forwards and <br> back within 10 | $10,9,8,7 \ldots$ blast off! |
| :---: | :---: | :---: | :---: |
| Finding one more one <br> less within 10 | One less is 7 |
| Comparing within 10 |  |

## Year 1 Autumn 2 KIRFs

Key Instant Recall Facts (KIRFs) are designed to support the development of the mental skills that underpin much of the maths work in school. Instant recall facts help enormously with mental agility within maths lessons.

## Your child's KIRF this term is: <br> Counting in 10s including money <br> $10,20,30,40,50,60,70,80,90,100$ $10 \mathrm{p}, 20 \mathrm{p}, 30 \mathrm{p}, 40 \mathrm{p}, 50 \mathrm{p}, 60 \mathrm{p}, 70 \mathrm{p}, 80 \mathrm{p}, 90 \mathrm{p}$

In addition you can help by practising the following:

| Counting forwards and back within 20 | 20, 19, 18, $17 \ldots 3,2,1$ |
| :---: | :---: |
| Finding one more one less within 20 | One less is 170808 O80 One more is 19 |
| Comparing within 20 | $>$ |
| Number bonds to 10 | $\begin{aligned} & 1+9= 10 \quad 2+8=10 \quad 3+7=10 \\ & 4+6=10 \quad 5+5=10 \end{aligned}$ |
| Cube, cuboid, pyramid, sphere, cone, cylinder |  |
| Coin recognition |  |
| Months in order |  |

## Year 1 Spring 1 KIRFs

Key Instant Recall Facts (KIRFs) are designed to support the development of the mental skills that underpin much of the maths work in school. Instant recall facts help enormously with mental agility within maths lessons.

$$
\begin{gathered}
4+2=6 \\
7+2=9
\end{gathered} \quad 5+2=7 \quad 9+2=11
$$

In addition you can help by practising the following:


## Year 1 Spring 2 KIRFs

Key Instant Recall Facts（KIRFs）are designed to support the development of the mental skills that underpin much of the maths work in school．Instant recall facts help enormously with mental agility within maths lessons．

$$
\begin{gathered}
4+3=7,5+3=8 \\
6+3=9
\end{gathered}
$$

In addition you can help by practising the following：

| Counting forwards and back within 100 | 100，99，98， $97 \ldots 3,2,1$ |  |
| :---: | :---: | :---: |
| Finding one more one less within 100 | One less is 33 |  |
| Comparing within 100 |  | $<\underbrace{\text { 聞聞閵 }}$ |
| Cube，cuboid， pyramid，sphere， cone，cylinder | cube <br> spher |  |
| Note recognition |  |  |
| Days in order |  | Fesday Friday <br> saturday  <br> sday  <br> Sunday  |
| Count in 5 s including 5 ps and $£ 5$ s | $5,10,15,20,25,30$ | $5 p$ $10 p$ $15 p$ |
| Tally marks multiples of 5 | $\begin{gathered} \text { HT HTH H } \\ 15 \end{gathered}$ |  $30$ |

(*) Year 1 Summer 1 KIRFs
Key Instant Recall Facts (KIRFs) are designed to support the development of the mental skills that underpin much of the maths work in school. Instant recall facts help enormously with mental agility within maths lessons.
$6+6=12$
$7+7=14$
$8+8=16$
$9+9=18$
In addition you can help by practising the following:
Partition a two
digit number into
tens and ones
Double and
halves to 10 Double 2 is 4, Double 7 is 14, Half of 18 is 9

## Year 1 Summer 2 KIRFs

Key Instant Recall Facts (KIRFs) are designed to support the development of the mental skills that underpin much of the maths work in school. Instant recall facts help enormously with mental agility within maths lessons.

Your child's KIRF this term is:

> Double 1 is 2 , half of 2 is 1 Double 2 is 4 , half of 4 is 2 Double 3 is 6 , half of 6 is 3 Double 4 is 8 , half of 8 is 4 Double 5 is 10 , half of 10 is 5 Double 6 is 12 , half of 12 is 6 Double 7 is 14, half of 14 is 7 Double 8 is 16 , half of 16 is 8 Double 9 is 18, half of 18 is 9 Double 10 is 20, half of 20 is 10

In addition you can help by practising the following:

| Partition a two digit number in different ways | $\begin{gathered} 76=60+16 \\ \end{gathered}$ |
| :---: | :---: |
| Counting in twos | $2,4,6,8,10,12,14,16,18,20$ |
| Cube, cuboid, pyramid, sphere, cone, cylinder | pyramid <br> cube <br> sphere <br> cylinder <br> cuboid <br> cone |
| Recognise $1 / 4$ of an object, shape or quantity | I quarter equal parts. |
| O'clock and half past |  |

